



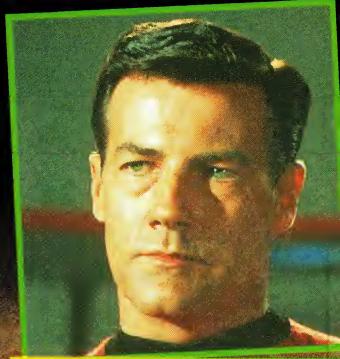
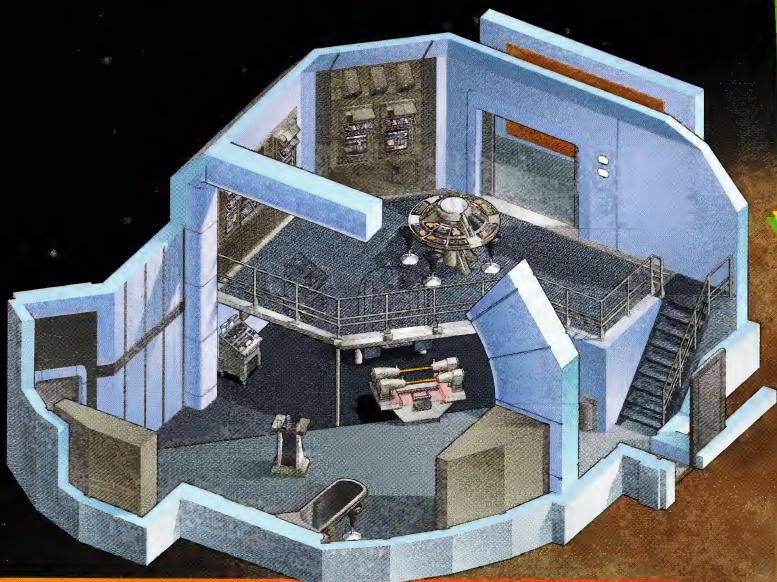
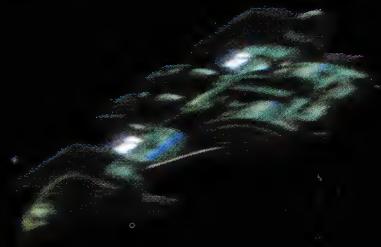
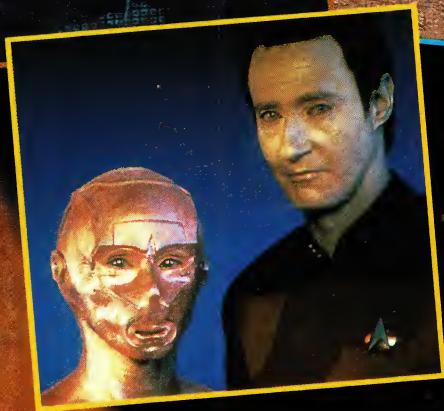
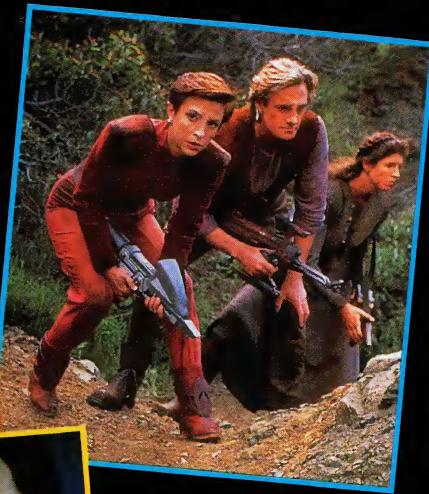
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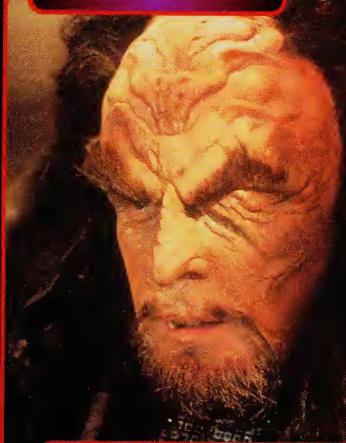
The Guide to the STAR TREK Galaxy

FILE 1 CARD 58

THE MARTOK INDEX

General Martok is a true Klingon warrior. Born in the **Ketha Lowlands** without a drop of noble blood in his veins, he receives a field commission in the **Klingon Defense Force**, and eventually rises to the position of **Chancellor of the Klingon Empire**.

General Martok



General Martok

refuses to be fitted with an artificial eye. He prefers to wear his battle scars with pride.

The Negh'Var



It is in fact the Changeling **General Martok** who, from the bridge of the **Negh'Var**, leads **Klingon** troops into **Cardassian** space and against **Deep Space Nine** in 2372.

FILE 48 CARD 11

Founder Impostors



Martok is replaced by a Changeling impostor during the early 2370's.

Ty'Gokor Orbital Defenses

The Changeling **General Martok** is uncovered on **Ty'Gokor**, after a **Starfleet** team gets through the **Orbital Defenses**.

FILE 16 CARD 2B

"I will fight any battle, anywhere
... for the Empire." — Martok

General Martok plays a pivotal role in the war against the **Dominion**, on whose Founders he is determined to have his revenge. He commands the **Klingon** garrison stationed on the strategically important **Starfleet**-administered station **Deep Space Nine**, located at the mouth of the wormhole to the **Gamma Quadrant**.

FILE 48 CARD 11A



General Martok on Deep Space Nine

THE MARTOK FILES

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FILE 34 CARD 8

Chancellor Gowron



Chancellor Gowron comes to see **General Martok**'s superior military knowledge as a threat.

FILE 48 CARD 7

FILE 34 CARD 7

General Martok first meets **Worf** in **Dominion Internment Camp 371**.



Worf and Martok

The general invites **Worf** to join the **House of Martok**.

FILE 48 CARD 1C

THE MARTOK INDEX

FILE 1 CARD 58

Martok – with considerable help from **Worf** – helps to restore the morale and pride of the demoralized crew of the *I.K.S. Rotarran* by scoring a decisive victory against the *Jem'Hadar*.



The I.K.S. Rotarran



General Martok leads a number of successful strikes against **Dominion** forces and facilities in the *I.K.S. Rotarran*, a *Klingon Bird-of-Prey*.

FILE 34 CARD 9B

FILE 34 CARD 9A



The I.K.S. Rotarran: Bridge

Martok takes the captain's chair aboard the *I.K.S. Rotarran*, and successfully defends his position against **Worf**'s challenge.

Crew of the *I.K.S. Rotarran*



Worf's son **Alexander Rozhenko** is among Martok's crew on the *I.K.S. Rotarran*.

FILE 34 CARD 9

Sirella



Lady Sirella is General Martok's wife. He describes her as "magnificent."

FILE 34 CARD 16



Quarters and Mess Hall



Kor blocked the young Martok's entry into the **Klingon Defense Force** as he believed that only those of noble birth should become officers.

FILE 48 CARD 9

Kor



Captain's Chair

FILE 34 CARD 1F



Drex

Drex is the son of **Martok**. He forms part of a massive **Klingon** invasion force in early 2372.

FILE 70 CARD 68

MARTOK STARSHIP LOG: Key episodes



'The Way of the Warrior'

FILE 70 CARD 68



'Apocalypse Rising'

FILE 70 CARD 93



'In Purgatory's Shadow'

FILE 70 CARD 106



'By Inferno's Light'

FILE 70 CARD 107



'Soldiers of the Empire'

FILE 70 CARD 113



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'You are Cordially Invited'

FILE 70 CARD 125



'Once More Unto the Breach'

FILE 70 CARD 151



'When It Rains...'

FILE 70 CARD 165



'Tacking into the Wind'

FILE 70 CARD 166



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FILE 13 CARD 12



CELTRIS III

In 2369, Starfleet Intelligence comes to suspect that the Cardassian Union is developing deadly metagenic weapons on the remote planet Celtris III. An away team is sent down to investigate.

Celtris III is a Class-M planet in Cardassian space, near the Federation border. From orbit, its surface appears to consist mostly of different shades of brown, suggesting that deserts and rocky conditions prevail on much of the planet. Only about one fifth of the visible hemisphere comprises patches of green, which are presumably forestation. The presence of any vegetation requires a source of moisture, but no oceans or sizeable bodies of water can be seen. A labyrinthine cave system runs below the surface, and the indigenous flora are likely to be sustained by a subterranean water table.

These subterranean tunnels are the planet's most remarkable feature.

They are of uneven dimensions, usually no less than three meters high and two meters in width, though some are higher. Tunnels occasionally merge to form larger caverns. The cave floors are remarkably smooth, but the walls and roofs are craggy. The entire cave system may have been formed when lava was ejected through the porous rock, millennia ago.

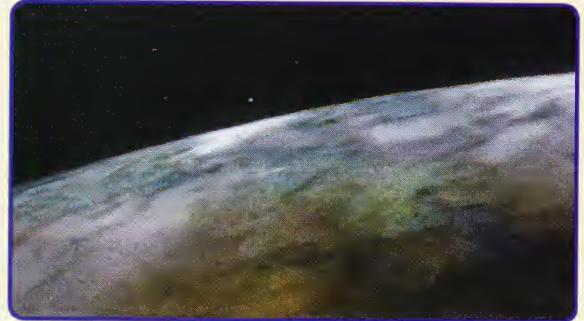
Danger of burial

Rockfalls caused by seismic tremors are an ever-present hazard for anyone navigating the tunnels. Some caves are completely blocked by petrified lava, requiring a phaser burst at level 16 to melt through the obstruction.

Starfleet Intelligence believes Celtris III to be

uninhabited, so the detection of theta band emissions, coming from the planet some weeks before Stardate 46357, causes considerable concern. Further investigation leads to the conclusion that the Cardassians have constructed a secret research laboratory somewhere under the planet's surface, in which they are constructing and testing metagenic weaponry. A clandestine mission is planned, in which a small covert team will penetrate the complex in order to locate and destroy any metagenic weapons they find.

Biological warfare has caused the deaths of billions of life forms across the Galaxy, and metagenics are among the deadliest types of biological weapon.



► *Celtris III is an uninviting planet from orbit, displaying little sign of life-giving oceans or extensive vegetation.*

► *The planet is located just into Cardassian space. Starfleet believes it may contain a secret Cardassian base.*



Genetically engineered viruses are designed to destroy entire ecosystems; when metagenic toxins are released into a planet's atmosphere, they immediately begin to mutate, and seek out and destroy all forms of DNA they encounter. Everything is dead within a few days, but

after a month has passed, the metagenic agent itself breaks down and dissipates completely. Unscrupulous races that would deploy such a nightmarish force do so in the knowledge that the infrastructure of the target world will be left undamaged. Once the toxic agent has dissolved, they

NO ESCAPE

Blocked in

The carefully laid Cardassian trap herds the Starfleet away team into a small chamber where they can easily be surrounded by the Cardassian soldiers lying in wait. Captain Picard is a valuable catch for the Cardassians; not only can they learn how much Starfleet knows about their operations from their prisoner, but they can also torture him for information on what the Federation is planning. Unfortunately for the Cardassians, Picard is able to resist their horrific torture.



► *Captain Picard is surrounded by Cardassian soldiers, who prevent him from escaping.*

► *Several seconds of a sustained phaser burst can melt the rock.*



► *Over the centuries, some of the tunnels have become blocked by cooled and hardened lava.*



Planet	Celtris III	
Class	M	Quadrant Alpha
Location	In Cardassian space	
Government	There is no indigenous intelligent life, but the planet is owned and utilized by the Cardassian Union.	
Inhabitants	Some small life forms exist, such as bat-like creatures called lynars, but there is little diversity of life due to the scarcity of water and vegetation.	
Features	Starfleet sensors detect unnatural emissions of theta radiation coming from the planet.	
Starship Log	STAR TREK: THE NEXT GENERATION 'Chain of Command', Part I	

GALAXY FACTS

Captain Picard is one of only three Starfleet officers who had extensive experience of using theta band carrier waves. The other two have retired from active service.

The best way to locate theta band emissions by tricorder is to compress the detection bandwidth.

The torture of prisoners of war is prohibited by the Seldonis IV Convention.

can simply colonize the former settlements without any opposition, making use of cities, roads, and machinery that have been left untouched.

The makers of metagenic weapons know the terrible risks they are taking should anything go wrong before they are triggered. Starfleet Intelligence believes that a novel delivery system, protecting makers from exposure to the toxins, may involve metagenic material being launched on a **subspace** carrier wave in a dormant state, and activated only when all danger has passed, or as it nears its target. The carrier wave itself would appear simply as background radiation to normal scans, so that no one would realize



The Guide to the STAR TREK Galaxy

FILE 13 CARD 12

CELTRIS III



► The surface of Celtris III is uninhabited and barren. The few cities that are located on the planet are surrounded by thick fog and dust storms.



► The Cardassians based on the planet deny any knowledge of a secret base, or that they have captured any Federation spies.



► The bars that can be found on the planet's surface are seedy dives, frequented by unsavory characters.

laboratory – just a cavern that contains machinery sending out theta band emissions. It is a lure for a trap, and they have fallen for it. Worf and Dr. Crusher manage to escape from the Cardassian soldiers who close in, but Captain Picard is captured.

Tortured for information

Picard's captor is a sadistic torturer, **Gul Madred**, who is based in another part of the labyrinthine complex. The room from which he operates covers around 20 square meters, and is seven meters high. It appears to have been carved from the granite rock itself. The lighting is subdued toward the rear of the room, where two sliding doors are located, and brightest behind Gul Madred's large black desk. Bright spotlights aimed at the seat occupied by

prisoners and controlled by a **PADD** are attached to gantries high up on the wall behind the desk.

Approximately two thirds of the way from the door to the desk, a thick metal pole is raised a few centimeters off the ground; a prisoner can be manacled here by their wrists. The post retracts into the ceiling when not in use. Much of the room is empty, but it serves to intimidate anyone unfortunate enough to be taken there. Picard is one of the few not to lose his life while in Madred's 'care.'

Fortunately, Picard is rescued and it transpires that the Cardassians are not developing the deadly weapons as was feared. In fact, the danger from metagenic weapons is considered to be so great that neither the Cardassians nor the **Romulans** have ever shown willing to take the risk of using them.

TORTURE CHAMBER

Deadly dungeon

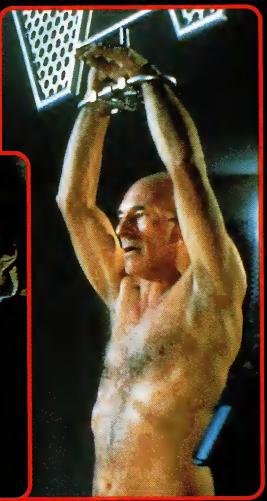
Gul Madred is a sadist who has no intention of obeying agreed conventions on the treatment of captured prisoners. As far as he is concerned, the fact that Captain Picard has trespassed on Celtris III gives him the right to treat the Starfleet officer how he likes. The room that serves as his office and his base of operations is set up to be as intimidating as possible; the high ceilings and granite walls recall the torture chambers of horror stories and old legends. Much of Madred's torture tactics are based on psychological intimidation; just as the base itself is presented as bait, his actions encourage his enemies to react to what they perceive is going on, rather than what actually is.



► Madred is the officer in charge of Cardassian unit that has set the trap on Celtris III. He claims a hard life has made him ruthless, but he clearly enjoys causing pain.



► The Cardassian soldiers who capture Captain Picard in the underground tunnel system deliver him to Gul Madred for interrogation.



► Picard spends days hanging from his wrists in the torture complex before his release is negotiated.

► An undercover Dr. Beverly Crusher tries to tease information on the goings on at Celtris III out of a Ferengi, by offering him free oo-mox.





THE
BAJORANS

The Guide to the STAR TREK Galaxy

FILE 10 CARD 6C



THE
BAJORANS

SHAKAAR RESISTANCE CELL: COVERT MISSIONS

The Shakaar resistance cell had a saying during the long years of the Cardassian occupation of Bajor: "If you're not fighting them, you're helping them." The group's operations were a constant thorn in the side of their oppressors.

The Shakaar resistance cell was one of a number of partisan groups operating on Bajor during the 30-year occupation of the planet by the Cardassians. It was among the most successful: its members mounted a series of lethally successful campaigns that undermined the invaders and earned them their own section in the Cardassian Central Archives.

The cell took its name from its charismatic leader, **Shakaar Edon**. It operated out of mountains in the **Dahkur province** for many years; members used **life-sign dampening fields** and their intimate knowledge of the local terrain to evade their pursuers.

Shakaar's group operated like a well-oiled machine, using non-verbal signals and hand movements to communicate while on missions. They would generally travel in columns of two. They learned to camouflage long-distance **subspace** messages with quantum interference; if anyone intercepted the signal, they would read only a slight elevation in background radiation.

Thorn in Cardassia's side
It was a constant source of frustration to the Cardassians that they were never able to flush out these troublemakers. The cell nevertheless spent a cold winter in 2361, hiding out in caves in the Dahkur hills to evade concerted

sensor sweeps. They had no power cells for their **phasers** and virtually no food, but they never thought of surrendering.

One of their favorite ploys was to project false life signs using advanced and probably stolen technology, fooling their pursuers into heading up to a kilometer in the opposite direction. Even so, the Cardassians would often get too close, and the 'terrorists' would be forced to stop running, turn, and open fire. They sometimes sustained casualties through doing this, but it was vital for the group's morale that they retaliated.

The Shakaar's ranks included veterans such as **Furel**, **Lupaza**, **Kira Nerys**, **Lorit Akrem**, **Latha**



▲ The Shakaar resistance cell is particularly adept at hiding in mountainous regions from which operatives are able to ambush the Cardassians.



◀ Years after the darkest days of the Cardassian occupation, Kira, Furel, and Lupaza recall the glory days of the Shakaar cell.



▶ A life of hard labor in a Cardassian prisoner-of-war camp awaited resistance fighters who got caught, but they fought regardless.

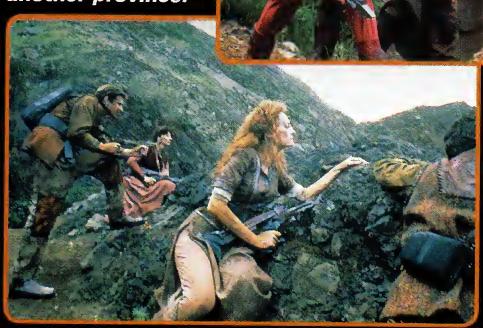


▶ A ship carrying Bajoran prisoners, including the Shakaar cell's Lorit Akrem, was hijacked by the Breen and forced to crash on Dozaria.



▶ The Bajorans who were liberated from the Gallitep camp are grateful to the Shakaar cell, but never forget their ordeal.

▶ **Kira Nerys** is happy to rejoin her old friends as they protest ownership of soil reclaimers that have been promised to another province.



▶ Shakaar Edon and his friends fought for their entire planet, and are just as prepared to fight for their farmland.

NEW BATTLES TO FIGHT

Old habits die hard

The Shakaar resistance cell's mentality is not lost after the Cardassians withdraw from Bajor. Most of the cell reforms in 2371 in response to attempts by the Bajoran government to take back some soil reclaimers. They head for their old Kola Mountain stronghold and take up arms left over from the occupation. The authorities recognize the potent loyalty factor and detain some of the members of the cell before they can join their old comrades, but Shakaar's latest campaign nevertheless achieves a most unexpected result: he is elected as Bajoran First Minister.

GALAXY FACT

The Shakaar cell mounted long-range reconnaissance in the Bestri Woods.

Shakaar became romantically involved with many of the women in his cell. Kira Nerys was one of the few who resisted his charms – at least until some years after the occupation.

 **The young Kira Nerys ran errands to TEROK NOR for the Shakaar resistance cell.**

Mabrin, Mobera, Klin, Ornak, and Gant. Not all of them were heroes – some, such as Lorit, were simply violent thugs. Even innately good people such as Kira Nerys would lie awake at night, plotting the assassination of important enemy officials.

Shakaar Edon saved the lives of the others countless times, and the same was true in reverse. The members of the cell forged very strong friendships and looked out for each other. On one occasion, Kira and Lupaza tracked down the lost Furel to a series of caves. He returned the favor by singlehandedly rescuing them and Shakaar from a Cardassian interrogation center. Lupaza was motivated and guided by his faith in the **Bajoran Prophets** – he prayed to them beforehand, offering



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FILE 10 CARD 6C



THE SHAKAAR RESISTANCE CELL: COVERT MISSIONS



 **Kira was away on a mission with the Shakaar cell when her father died of injuries sustained in an earlier attack.**



 **Many Cardassians were killed or maimed in the Shakaar cell's violent raids.**



 **Trentin Fala helped the Shakaar resistance cell by passing vital information on the Cardassians to them.**

 **Arms dealer Hagath traded guns with the resistance. Years later, First Minister Shakaar turns a blind eye to his dodgy dealings.**



his life in exchange for those of the others. In the end, he lost only his arm. The cell in general drew strength from the knowledge that their gods were with them.

Youth training

The location of the Shakaar base camp was apparently not a closely guarded secret among the locals. Children would hang around hoping to help the freedom fighters in some way, such as running errands. Shakaar allowed these youngsters to become members of the cell proper and join the ambush parties when he considered them to be old enough – sometimes this was as young as 12.

The Shakaar cell ventured forth on many highly dangerous guerrilla missions, in addition to

the regular ambushing of enemy skimmers above the ridge line. One attack on the **Golar province** administration building killed more than 20 enemy soldiers. Most famously, the cell succeeded in liberating the infamously brutal **Gallitep labor camp** in 2357, earning the gratitude of many who had relatives in the camp. This event has passed into legend.

Many of the Shakaar missions were motivated by revenge. An attack was mounted on the **Cardassian Heavy**

Weapons Unit, Third Assault Group, Ninth Order, located just outside **Tempasa**, to avenge the injury of **Kira Taban** and the razing of his home village. Four mortar rounds were launched into the central compound, destroying five skimmers and killing 15 Cardassians. The weapons depot at **Hathon** was also targeted, in revenge for the execution of 15 Bajoran farmers who had refused to display the Cardassian banner outside their homes.

This complex operation involved a **plasma charge**, built by Latha, being placed outside of **Gul Pirak's** bedroom window in the middle of the night by Kira, while Furel and Lupaza stood watch. The entire east wing was vaporized, killing 12 Cardassians, including Pirak's family. There are terrible consequences of this particular action in 2373, when **Silaran Prin**, a Cardassian disfigured in the explosion, uses hunter probes to take murderous revenge on those involved.

The Shakaar cell relied on many people for help with its more ambitious plots. Dozens of attacks were planned based on information provided by **Trentin Fala**, a woman who spent the occupation

cleaning floors in the Cardassian records office in Dahkur province. Trentin showed the group how to circumvent the security system during the Hathon attack, for example.

Weapons were also provided for many of the cells, including Shakaar's, by the arms dealer **Hagath**. They knew they could not have succeeded without people like him, despite the dubious ethics involved.

Lasting friendships

There are more than a dozen people in the Shakaar cell when the occupation ends in 2369. Some, such as Kira, take jobs in the military; others, including Shakaar and Furel, become farmers. The laughter flows when these old comrades meet up years later; after all they went through – and perhaps because they were mostly successful – they are able to revive the companionship and push the peril to the backs of their minds.

The legacy of the cell proves vital when Kira is called upon by **Starfleet** to go behind enemy lines in 2375, and aid a fledgling Cardassian resistance group. Her experience plays a key role in the successful prosecution of the final days of the quadrant-wide **Dominion War**.

THE ORNATHIA CELL

Brothers in arms

The Shakaar cell knew of other resistance groups, though joint actions were uncommon. One of the boldest cells was the Ornathia, run by Lenaris Hollem. He had a reputation as a canny commander who remained calm under pressure and did not give up without a fight. Lenaris orchestrated the celebrated first off-world raid by the Bajoran resistance, aimed at Pullock V. In 2371, he is put in charge of tracking down Shakaar's fugitive farmers. He retains his leadership ability, as well as demonstrating an understanding of the tangled nature of politics.

 **Like Kira Nerys, Lenaris Hollem made a career for himself in the Bajoran militia after the occupation had ended.**

 **Lenaris Hollem is a reasonable man, and calls his troops off rather than have them fire at fellow Bajorans.**





FILE 40 OTHER STARSHIPS

Omega Rescue Ships

Rescue Ships crewed by members of a **Delta Quadrant** race rush to the aid of scientists who have sent out an urgent distress call. They arrive only to discover that the *U.S.S. Voyager* has arrived before them, and its crew have taken matters into their own hands.

In 2374, an unnamed **Delta Quadrant** race's experiments with the deadly substance known as **Omega** end in catastrophic failure: the remote laboratory in which they are undertaken is destroyed in an explosion. Luckily, there are a number of survivors of this tragedy, including **Allos**, the senior researcher, who has devoted his entire life to the production of this ultimate energy source.

The accidental destruction of the research facility leads to a distress signal being issued. Two **Rescue Ships** are dispatched to help the survivors of the science team and secure the remaining **Omega Molecules**. As is usual in such situations, the warp capability of these *Rescue Ships* is severely limited by the partial disruption of **subspace** around the scene of the accident. Even at full impulse, it takes them more than 16 hours to reach the site.

The alien ships are small, streamlined vessels that are highly maneuverable at sublight speeds. They are designed to be able to operate in dangerous conditions, and are constructed from very durable materials. Their hulls comprise a light-gray plating that covers the entire exterior of the ship. The twin impulse engines are contained within the rectangular central section of the vessel, with two circular exhaust ports positioned centrally at the flat stern. The bow of the ship tapers down to a narrower, flattened edge that houses the main armament, a powerful **phaser**-type weapon that issues a green beam toward its target in short bursts. Directly connected to the central section are two wide support struts that lead away from the main hull at 90 degrees, supporting symmetrical raised fins on the upper and lower surfaces of the wings, before terminating in a rounded tip.

Racing to the rescue

The salvage mission is not as straightforward as the *Rescue Ships*' crews might have hoped. Shortly before the vessels reach their stricken colleagues, the *U.S.S. Voyager NCC-74656* detects the Omega phenomenon, leading **Captain Kathryn Janeway** to rescind the **Prime Directive** in favor of the **Omega Directive**, which empowers a **Starfleet** flag officer to ensure the destruction of Omega Molecules and their manufacturing process over any other consideration. *Voyager* arrives at the devastated lab shortly before the *Rescue Ships*, and retrieves the survivors, who are then treated for radiation exposure.

Initially, the commander of the lead *Rescue Ship* refuses to acknowledge *Voyager*'s hails.

He assumes that not only are the Starfleet crew attempting to steal an energy source crucial to the survival of his people, but also that they have effectively abducted the survivors of the accident and are holding them against their will.

In comparison with *Voyager*, the *Rescue Ships* are small, but their impulse capability appears to be more powerful. They eventually catch up with the *Intrepid*-class ship despite *Voyager* traveling at full impulse in its retreat from the research planet. Communication from the ship's commander clarifies the situation, but the refusal by **Commander Chakotay** to power down engines and prepare for boarding confirms the Starfleet crew's intentions to dispose of the Omega Particles rather than hand them back to the Delta Quadrant aliens.

Opening fire

The alien vessels view *Voyager* as hostile, and are prepared to destroy the Omega Molecules rather than let them fall into enemy hands. The two vessels attempt to lock onto the *Intrepid*-class vessel with a tractor beam, but this proves ineffective as *Voyager*'s shields are adjusted to compensate. The commander powers up weapons on both of the pursuing ships, and opens fire on *Voyager*. Firing in unison, the *Rescue Ships* reduce *Voyager*'s shield strength by 10 percent with a single volley. Weapons fire is not returned on the attacking vessels, so the defensive capabilities of the ships are unknown, except that they are both able to survive the explosion resulting from the destruction of the **Harmonic Resonance Chamber** containing the Omega Molecules when it is jettisoned into space by Captain Janeway and destroyed by a high-yield **photon torpedo**. The danger has passed, but the conclusion is unlikely to please the *Rescue Ships*' crews.

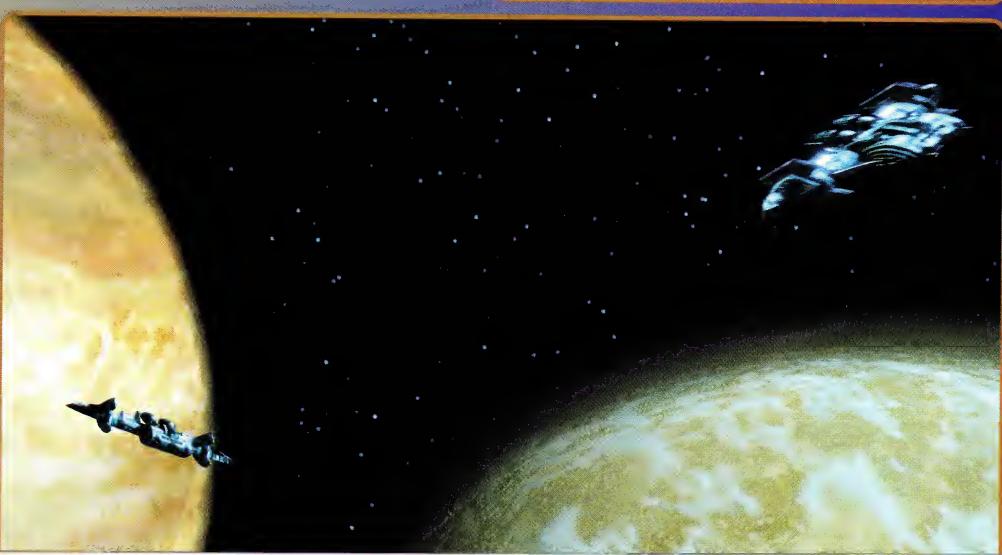


▲ The **RESCUE SHIPS** are equipped with sophisticated audiovisual communication systems that are compatible with Starfleet's.



▲ The **RESCUE SHIPS** set off in pursuit of **VOYAGER**, which the aliens believe is holding the surviving Omega scientists against their will.

▼ The **RESCUE SHIPS** are small but formidable vessels. They are easily able to track and catch up with the *U.S.S. VOYAGER NCC-74656*.



OTHER CARDS
IN THIS FILE...

56 THE HUSNOCK VESSEL

SEE OTHER FILES...

SPACE PHENOMENA.....File 5

OTHER GROUPS & RACES...File 18

STAR TREK: VOYAGER.....File 71

Omega Rescue Ships

The RESCUE SHIPS have a very low profile.

FORE VIEW



Illumination at the front of the ship suggests that this may be a series of windows that looks out onto space.

DORSAL VIEW



The RESCUE SHIPS' propulsion systems glow with a blue energy, similar to that of Starfleet warp plasma.

STARBOARD VIEW



A grille structure underneath the glowing panels may be some kind of engine exhaust.

Little is known about the interior of the ship, but as it is employed on rescue missions, it may contain extensive medical facilities.

Illumination from numerous levels indicates multiple decks within the RESCUE SHIPS.

Small nacelles extend down from the bottom of the ship, but their exact purpose is unknown.

OMEGA RESCUE SHIP

Thin structures between the wings and the main body of the craft may be warp nacelles.

First Recorded: 2374

Type: **Rescue Ships**

Crew: Undetermined

Warp Drive: Yes

Impulse Drive: Superior to that of Starfleet.

Firepower: Phaser-style energy weapons

► The RESCUE SHIPS are fitted with phaser-like energy weapons that fire a blue beam of energy capable of depleting Starfleet shields.

► The defensive capabilities of the RESCUE SHIPS are sufficient to protect them from the close-proximity explosion of the Omega Molecules.

Assistant Chief Engineer DeSalle

Lt. Vincent DeSalle is a multi-talented crew member who enjoys the trust of his superior officers aboard the *U.S.S. Enterprise NCC-1701*. This trust pays off with a promotion from navigator to assistant chief engineer.

Vincent DeSalle is one of the many efficient and competent officers who serve under **Captain James T. Kirk** aboard the **U.S.S. Enterprise NCC-1701**. The lieutenant is as much at home in command of the bridge as he is taking the navigation console, or working in Engineering.

DeSalle appears to be in his mid-30's; he is tall, with a strong physique and dark hair. His ancestry, as his name indicates, is French. In 2367, he sits at the navigation station on the *Enterprise* bridge, and wears the gold uniform that denotes Starfleet's command stream. He is relaxed enough at this duty station to casually rest a beverage on top of his console, and is unfazed by superior officers standing

over him, monitoring read-outs over his shoulder.

DeSalle is an excellent navigator, working all the ship's sensors with skill. On one occasion, his instruments indicate what appears to be a planet-sized iron silica body, but he sensibly waits to verify these readings before he confirms them for the captain.

Cool under pressure

He also keeps his head in the crisis that follows, quickly alerting the most senior officer present, **Mr. Spock**, when Captain Kirk and **Mr. Sulu** vanish from the helm station right next to him. He follows this up by running every conceivable instrument sweep to ascertain the whereabouts of the missing officers. He also provides a possible explanation when they

PROFILE ON DESALLE

NAME: Vincent DeSalle

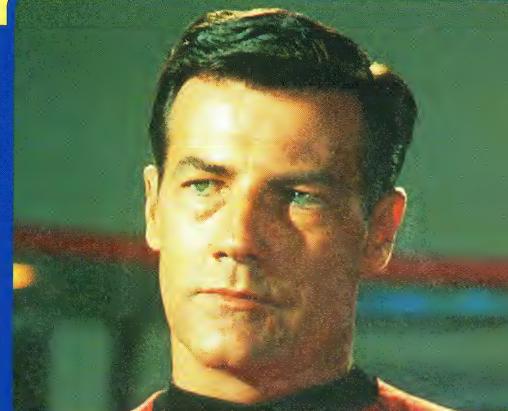
LIFE FORM: Human male

STATUS: Navigator, and later assistant chief engineer, aboard the *U.S.S. Enterprise NCC-1701*.

RANK: Lieutenant

REMARKS: DeSalle is a competent officer on his way up the career ladder.

FIRST SEEN: 'The Squire of Gothos' [TOS]



Lt. DeSalle is a cool officer who keeps his head under pressure. He moves between departments with an easy confidence and, when entrusted with leadership, handles the responsibility well.

cannot be found: the systems may have been affected in some way.

DeSalle is never short of suggestions. His opinions are held in obvious high esteem by his superiors; indeed, Spock tells him

that he will entertain any theories from DeSalle on the situation. The lieutenant suggests action, making an impassioned request to be allowed to beam to the surface of the planet and instigate a search.

Spock not only takes up DeSalle's suggestion, but

also places the lieutenant in charge of the landing party. He addresses all of his orders – such as the need to immediately establish contact with the *Enterprise* when transport to the planet is complete – to DeSalle, even after other senior officers such as **Dr.**

AMAZING ADVENTURES



★ Guests of the Squire

DeSalle is amazed to discover that the kidnapped crewmates he has volunteered to rescue are being entertained by a being living in a luxurious mansion.

★ Cautious approach

DeSalle and the other officers who beam down to Gothos wear breathing masks until they are sure that the environment has a breathable atmosphere.

★ Strange greeting

DeSalle finds it difficult to stand by as the bizarre Trelane taunts his friends, and eventually attacks the powerful being.



OTHER CARDS
IN THIS FILE...

6 MR. SCOTT

SEE OTHER FILES...

U.S.S. ENTERPRISE

NCC-1701 File 20

STAR TREK:

The Original Series File 68



★ Ready for action

One of DeSalle's few faults is that he is sometimes a little too eager to jump into action.

Assistant Chief Engineer DeSalle

Leonard McCoy join the mission. The navigator evidently has the Vulcan's trust, and he appears very comfortable with leadership. Even he is surprised, however, by the discovery of an incongruous medieval castle on the surface. Kirk and Sulu are located within, held prisoner by the powerful being **Trelane**.

The taunts of this self-dubbed '**Squire of Gothos**' serve to provoke the lieutenant, whose first instinct is to draw his **phaser**. Trelane's response is to freeze DeSalle mid-action, and hold him captive in this state for a full 15 seconds. He is released without any apparent ill effects.

DeSalle's frustration again gets the better of him when he is part

of the bridge team beamed back to the planet by Trelane. He attacks the being with his bare hands, but again falls prey to his powers. He has to be talked out of a further attack by Sulu, who reminds him that they are not armed.

DeSalle's multiple skills and command aptitude are obviously noted, for the following year he is promoted to assistant chief engineer, changing accordingly to a red uniform. He is even given the bridge of the *Enterprise* when Kirk, Spock, and McCoy beam down to the planet **Pyris VII** to search for **Commander Montgomery Scott**, DeSalle's direct superior. The lieutenant is the most senior officer left aboard the ship, and he takes this responsibility in his stride.

Comfortable with command

DeSalle is efficient and authoritative, but also a team player with the bridge crew. He demands reports swiftly so that he can present them to the captain on the surface, and refuses to accept nervous hypotheses that both landing parties have simply disappeared. DeSalle prefers to believe a magnetic field or some similar disruption is affecting their readings.

The lieutenant does tolerate a limited degree of insubordination from **Ensign Chekov**, who reacts badly to his suggestion that the junior officer



In command

DeSalle's diligence is rewarded with a promotion to assistant chief engineer, and the occasional chance to take command of the entire ship.



Beaming into trouble

DeSalle is not afraid to put himself in the firing line, and volunteers to search the surface of a mysterious planet when some of his colleagues disappear.

might like some help recalibrating his sensors. He allows Chekov's heated response to pass, perhaps recognizing that the young officer is under pressure, and instead offers encouragement.

Acting Captain DeSalle must handle a bizarre occurrence caused by the powerful beings **Sylvia** and **Korob**, who are resident on Pyris VII – an increase in heat aboard

the *Enterprise* by 60 degrees. He attempts to counter this effect by channeling bypass power into the heat-dissipation units without effect. The temperature returns to normal soon afterward, however, when Sylvia ceases the demonstration of her power.

DeSalle again advocates positive action in response to the *Enterprise*'s envelopment by a forcefield. He concludes that any force, no matter how strong, can be affected, and he orders the diversion of all power systems to the outer hull. His plan is to direct maximum heat from the impulse engines and reactors into the hull as ordered. This does appear to have some effect, but DeSalle's conviction goes unproven when Kirk and his team on the planet succeed in destroying Sylvia and her hold on the *Enterprise*. What is important, however, is that he has proven himself a worthy leader in a hazardous situation. On this basis, it is likely his **Starfleet** career goes from strength to strength.

GREEN THUMB

Visit to Omicron Ceti

Late in 2367, DeSalle joins a landing party to Omicron Ceti III in the capacity of a biologist. He ascertains that the soil is unpolluted, and supports a variety of crops, such as potatoes, and beans.

The lieutenant is one of the first to fall victim to the symbiotic alien spores that grow on the planet. These absorb the berthold radiation that bombards the planet, but also sap the will of sentient beings, leaving them contented and idle. Shortly after presenting the spores to Dr. McCoy for closer examination, the navigator-cum-biologist joins the colony and takes to tilling the fields with his friend Sulu. DeSalle regains his wits when he is induced to attack Sulu over an accidental bump.

Vincent versatility

Lt. DeSalle is an accomplished biologist, as well as a skilled navigator. His all-round skills help him to move through the ranks quickly.

Ground force

DeSalle falls victim to the alien spores, as do most of the crew members of the U.S.S. ENTERPRISE.





SEE OTHER FILES...

U.S.E. ENTERPRISE NCC-1701-D	File 25
STARFLEET PERSONNEL	File 43
EL-AURIAN PERSONNEL	File 53
STAR TREK: THE NEXT GENERATION	File 69

FILE 44 NON-STARFLEET HUMANS

Ben: Ten-Forward Bartender

Working as a waiter on a Starfleet ship affords Ben the opportunity to mix with officers and crewmen of all ranks. He shares snippets of gossip, and indulges his liking for card games.

Ben is one of a team of waiters who serve in the **Ten-Forward** lounge aboard the **U.S.S. Enterprise NCC-1701-D**. He is in his late 20's, of average height and build, with dark skin and short black hair. When on duty, Ben's uniform consists of a polo-necked shirt with bright green and black checks, and matching pastel green pants and waistcoat. He wears a parabolic-shaped black belt. Off-duty, Ben favors a similar style of casual, practical clothing, such as blue pants and a polo-necked shirt with vertical stripes.

Ben's duties in Ten-Forward mainly comprise taking drinks orders from seated customers, fetching the required beverages, and serving them. He also serves food if requested to do so, and is well aware of **Counselor Deanna Troi's** passion for chocolate desserts. When customers leave, Ben picks up any

empty glasses and dirty plates and carries them away on a small circular black tray for disposal. While moving round the lounge, he is often privy to fragments of patrons' conversations. He is not averse to passing on some of the rumors and gossip that come his way, but he has enough common sense and discretion to know that it would be unwise for him to repeat all of the things he overhears.

Civilian status

Unlike most of the crew members who eat, drink, and relax in Ten-Forward, Ben is not a **Starfleet** officer. He is a civilian and, although this status restricts the areas he is allowed to visit (for example, he would never be found on the bridge or in Main Engineering), he is on first-name terms with many of his customers.

This familiarity can be a source of puzzlement to junior officers used to the formality of a hierarchical

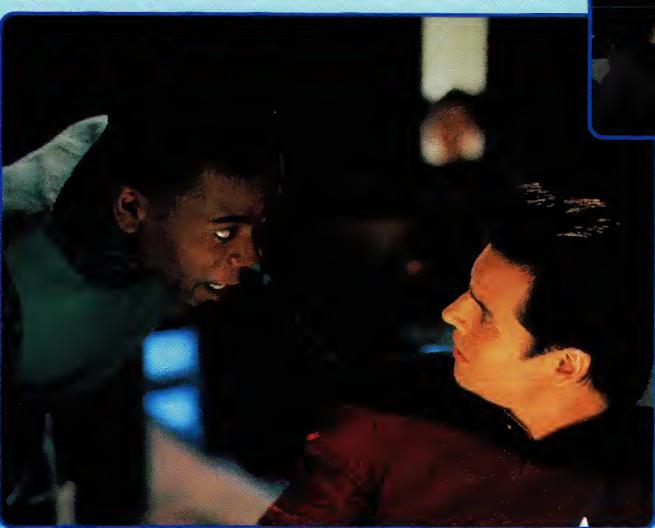
PROFILE ON BEN**NAME:** Ben**LIFE FORM:** Human male**STATUS:** Civilian bartender, working aboard the **U.S.S. Enterprise NCC-1701-D** in Ten-Forward.**BEST FRIENDS:** Starfleet ensigns Sam Lavelle, Sito Jaxa, and Taurik. He is also friendly with Commander Riker.**REMARKS:** Ben's status outside the Starfleet rank structure gives him a unique perspective on the crew.**FIRST SEEN:** 'Lower Decks' [TNG]

▲ Ben is one of the few people aboard the **U.S.S. ENTERPRISE NCC-1701-D** who is not a member of Starfleet. Rather than making him an outsider, however, this allows him to mix with all the crew.

command structure; for example, his friend **Ensign Sam Lavelle** queries the appropriateness of a civilian addressing **Commander Riker** as "Will." Ben explains that, even though Riker is second-in-command of the *Enterprise*,

when he is in Ten-Forward he wants to be treated like a civilian, without any pomp or ceremony. When Lavelle confesses that he believes Commander Riker dislikes him, Ben encourages Lavelle to try to get to know his superior officer better.

When he is off duty, Ben often enjoys the company of Sam Lavelle and his friends, including **Ensign Sito Jaxa**, **Nurse Alyssa Ogawa**, **Ensign Taurik**, and **Lt. Andrew Powell**. Sometimes they gather in one of the group's quarters

AN EAR TO THE GROUND**Rumors**

Ben has the ear of almost everyone on the ship, and can often pass on advice to his friends based on other conversations he has overheard. His information is not always accurate, however.

**Mourning together**

Ben picks up on Lt. Worf's grief over the death of Ensign Sito Jaxa, who served under him, and invites the Klingon to sit with Sito's friends. The reserved Worf would not have felt comfortable approaching them on his own.

**The usual order**

Ben likes to get to know his regulars and makes sure that they can relax on their visits to the bar. For example, he knows that Commander Riker prefers not to be given special treatment and that Deanna Troi likes chocolate.

Ben: Ten-Forward Bartender



Poker partners
Ben often plays poker with his friends from among the crew, including Lt. Andrew Powell, Nurse Alyssa Ogawa, and ensigns Sito Jaxa, Sam Lavelle, and Taurik.

**★ Waiter at work**

Ben diligently takes orders and brings food and drink to all members of the crew, although he often stops to chat with friends.

for a few hands of poker in the evening. Ben is an experienced and enthusiastic player, and tends to be the one to keep the betting moving if players are distracted. When Lavelle, Sito, Ogawa, and Taurik are in line for promotion, much of their conversation revolves around their prospects. Ben wishes them all well, but he jokingly disparages their intention to stop playing in order to get an early night by telling them that promotion will only lead to more responsibilities, and a need to get to sleep even earlier. If a game breaks up too soon for his liking, Ben will sometimes stop by Commander Riker's quarters to try his luck playing poker with the senior staff.

Death of a friend

Ben shares his young friends' shock and sadness when they hear that Sito Jaxa has died during a clandestine mission into **Cardassian** territory. Promotion is bittersweet for Lavelle, who wonders if he only gained his promotion because of Sito's death, but Ben tells him he shouldn't feel that way. Ben is a sensitive young man whose friendliness is particularly important at times such as this; when he notices **Lt. Worf**, Sito's former mentor, grieving alone at a table on the other side of the room, he obliquely suggests that the Klingon join Sito's other friends. Worf appreciates the gesture, but demurs on the grounds that he was her commanding officer, not her friend. Ben assures him that she regarded him as a friend.

Ben is not always as knowledgeable as he would like to think, however, and the rumors he repeats are not always correct. For example, he tells Lavelle that Commander Riker, an Alaskan by birth, is Canadian, and that the

mysterious occupant of an escape pod picked up by the *Enterprise* is **Ambassador Spock**. Such rumors are harmless, however, and an indication of the more laid-back lifestyle enjoyed by civilians on a starship; Ben does not have to train for and make life or death decisions affecting everyone on board, and his job carries far fewer responsibilities than those of the Starfleet crew. Nonetheless, his role is important, and the respect afforded him by officers of all ranks shows that society in the 24th century strives to treat everyone on equal terms, no matter what their role in that society.

**★ At the bar**

The atmosphere in Ten-Forward is very relaxed. It is a place in which the barriers of rank and position are virtually forgotten.

"I just cleaned out some junior officers and I thought I'd do the same here."

— Ben raises the stakes with the senior crew

NO COOKING REQUIRED**The pros and cons of replicators**

In the 24th century, replicator technology makes many tasks obsolete. The replicator is the archetypal labor-saving device, allowing food and drink to be prepared according to personalized requirements. Similarly, the tiresome business of washing up dirty plates, glasses, and cutlery is removed by the simple expedient of recycling their constituent matter. For many men and women, the drudgery of cooking and clearing up afterward is a thing of the past, enabling them to spend more time on work and leisure activities, although some, such as Captain Benjamin Sisko of *Deep Space Nine* and Commander William Riker of the *U.S.S. Enterprise NCC-1701-D*, enjoy preparing food the old-fashioned way.

On starships, particularly the *Galaxy* and *Intrepid* classes commissioned and built in the mid-to-late-24th century, replicators are a vital resource, saving space in which to store crockery, glassware, utensils, and fresh ingredients, and minimizing the need for personnel to prepare and serve meals and liquid refreshments. Facilities like the *Enterprise*'s Ten-Forward lounge could have been designed for self-service, but the traditional roles of bartender and waiter have been maintained nonetheless. Unlike replicators, people such as Guinan and Ben provide a listening ear and sage advice.

Helping hand

The waiters in Ten-Forward cannot be everywhere at once, and the crew sometimes serve themselves.



Boss
Ben works for Guinan, who runs the Ten-Forward bar. Like Ben, she has the ear of some of the ship's most senior officers.

Grathan Tolar

Grathan Tolar is a skillful and largely successful forger, but his cupidity and carelessness cause him to be drawn into a volatile political situation — with deadly consequences.

Grathan Tolar is a colorful figure, well known to the authorities of the **Alpha Quadrant**; he has built up an extensive criminal record over the course of several years. Tolar is an undisputed genius at falsifying holographic records, the best in his field. His vanity and boastfulness, however, coupled with his weaknesses for drink and women, have often caused him to be careless about concealing his actions, and he has kept a higher public profile than is wise for a career criminal.

Tolar is a male bipedal humanoid of slight build, with a cringing, deferential aspect to his gait that belies his egotistic nature. His skin is bright blue, his skull hairless and elongated, with a distinctive central cranial ridge curving toward the

back almost to the point where it forms an inverted crescent shape. Blue circular markings decorate this crest, as well as appearing in a symmetrical pattern on the sides of his face. Larger, but similar markings are visible on his throat. He has no external ears, only indentations in his skull at their approximate location. Protective ridges cover the phalanges of his fingers.

Galactic dandy

Tolar's clothing is brightly colored and made from rich fabrics, giving him a foppish appearance. Despite being no oil painting by human standards, he is clearly a vain man who puts a great deal of effort into his appearance. Tolar's voice has a superficial veneer of acquired refinement, and the content of his speech is an odd mixture of .

SAVING THE FEDERATION



Master forger
Sisko rescues Tolar from a Klingon death row in order to enlist the master forger in his uncharacteristically unscrupulous plan.



Making it up
Garak suggests to Sisko that if they cannot find real evidence of Dominion duplicity against the Romulans, they should simply manufacture it.

In trouble
Tolar has a drink problem that prevents him from staying out of trouble. Soon after arriving on DEEP SPACE NINE, he is arrested again.

PROFILE ON GRATHAN TOLAR

NAME: Grathan Tolar

LIFE FORM: Humanoid male, species unknown.

OCCUPATION: Forger. He is a specialist in the field of holographic technology.

REMARKS: Elim Garak is known to Tolar, in the former's previous capacity as a member of the Obsidian Order, from an undisclosed previous encounter. Mention of Garak's name provokes instant acquiescence from the usually bellicose Tolar.



Grathan Tolar is a blue-skinned master criminal whose activities bring him to the attention of a Starfleet officer who is prepared to take desperate measures.

STATUS: Deceased. He is assassinated by Elim Garak to conceal his forgery of a planned Dominion invasion of Romulan space.

FIRST SEEN: 'In The Pale Moonlight' (DS9)

obsequiousness and arrogance. He is cautious and respectful in his approach until he knows who he is dealing with, what they want, and what they can offer him. He can then abruptly become insulting, sarcastic, or suggestive, depending on the negotiations.

He is far removed from the gentleman criminal he likes to picture himself as, despite his pretense of finesse. Tolar's tastes are essentially coarse; he likes the good life, and plenty of it. Essentially a weak and lazy man, he chose a life of forgery because it seemed an easier option than working for a living,

and also offered him greater opportunities for self-indulgence, together with the cachet associated with being an underworld figure. Like many weak men, Tolar imagines his physical prowess to be greater than it is in reality. He is capable of violent assaults on smaller or weaker targets than himself, and if pressed, he will use a knife in self-defense. His bravado quickly evaporates, however, when he is accosted by someone capable of offering him real violence, and in such situations, he soon becomes acquiescent to the point of sycophancy.



If not for his desire for self-aggrandizement, Tolar would be a much more successful criminal than he has become; his boastfulness and recklessness have often brought him to the attention of the authorities.

Necessary evils

At least once in the past, Tolar's path has crossed that of **Cardassia's Obsidian Order**, and specifically **Elim Garak**. This was an unfortunate encounter for the forger: an undisclosed trauma is evidenced by the fact that the normally smug and garrulous being becomes acquiescent when Garak's name is invoked. Garak seems to respect the criminal, however, instantly recalling his name in 2374 when he requires an expert in holographic forgery.

Starting work

Sisko and Garak obtain the relevant tools that Tolar needs to carry out his task. The alien gets to work on the greatest forgery of his career.

SEE OTHER FILES...

THE DOMINION	File 16
STARFLEET PERSONNEL	File 43
CARDASSIAN PERSONNEL	File 50
SYSTEMS	File 59
STAR TREK: DEEP SPACE NINE	File 70

Grathan Tolar



★ Self confidence

Tolar is confident of his abilities, even though he has spent significant time in jail.

★ Fear and loathing

Tolar is clearly afraid of Garak – with good reason, as the Cardassian later murders him.

Tolar becomes a pawn in a plot by Garak and **Captain Benjamin Sisko** to draw the Romulans into the **Dominion War**, with the intention of misleading them into believing that the Dominion, with whom the Romulans have a non-aggression pact, are secretly plotting to invade Romulan territory.

Sisko has been repeatedly frustrated in his attempts to obtain genuine proof of the conspiracy he believes must be taking place, and so reluctantly succumbs to Garak's suggestion that the most expedient thing to do – in the best interests of the **United Federation of Planets**, and of bringing an early end to hostilities – would be to manufacture the 'evidence.'

Perfect man for the job

Of course, Garak knows just the man for the job. Enter Grathan Tolar, currently languishing in a **Klingon** prison awaiting execution for unspecified, but heinous, offenses. Sisko uses his influence with **Chancellor Gowron** to secure Tolar's release, subject to two conditions: Tolar must stay away from the **Klingon Empire** in future, and, more importantly, must cooperate with Sisko in the manufacture of a very special holographic document.

Tolar's first assumption is a lewd one: that Sisko wants a customized item of holopornography; however, when he is told that Elim Garak is involved, his manner changes conspicuously, and he becomes a model of meek compliance. His previous experiences have obviously instilled in him a fear of the former Obsidian Order agent.

To enable Tolar to complete the forgery, an **optolythic data rod** – a theoretically incorruptible medium

“Oh? A personal matter? Something special, for your eyes only?” – Tolar to Benjamin Sisko



of recording information – is secured at great expense. A false recording of a meeting is created, in which '**Weyoun**' presents details of the Dominion's plans to invade Romulan space. The forgery is then archived onto the rod, to be presented to the visiting Romulan **Senator Vreenak** as 'evidence' of the Dominion's treachery. Tolar, much to his discomfort, is to be held incommunicado until the forgery has been accepted.

Unfortunately, Vreenak proves to be more astute than Sisko suspected, and determines that, while the rod is genuine, the recording itself is false. Garak is forced to implement his alternate plan, and assassinate Vreenak by means of a bomb planted on his shuttle. The rod, planted in the debris, leads the investigating **Tal Shiar** to the desired conclusion that Vreenak had evidence of the



★ Stage one

Tolar begins work in the DEEP SPACE NINE holosuites, where he is to create a false scene.

Dominion's impending duplicity, and was assassinated by them. Any imperfections in the rod or the recording are regarded as being due to the effects of the explosion, as Garak intended.

Ignominious end

Grathan Tolar, with his known boastfulness and flamboyance, could undo the carefully-laid plan with a few drunken words – so Garak murders him. Aghast, Sisko challenges Garak, but the latter points out that their actions in drawing the Romulans into the war may well have secured victory for the Federation, effecting an early cessation of hostilities and saving countless lives. All it cost was the life of one Romulan senator, one criminal, and the self-respect of one **Starfleet** officer. Garak regards that as a bargain, and, after much soul-searching, Sisko reluctantly accepts it as a conclusion that he can live with. Or so he tells himself. This moralizing does little to help Tolar, however. For all his skill and grandiose pretensions, the forger's greed and short-sightedness led only to an untimely demise.



★ Stage two

The forger recreates the room in the image of a meeting chamber used by the Dominion's allies.



★ Stage three

People are added into the scene, including Cardassians, Vorta, and the Founder Leader. The events are recorded as if it were real.



★ Not going anywhere

Sisko and Garak refuse to let Tolar leave the station until the forgery has served its purpose. To make sure he obeys, Garak later kills the forger.

HOLLOW VICTORY

Inadvertent martyr

The Romulan Senator Vreenak was elected in 2360, and served many roles in his career. He was Secretary of the War Plans Council, and one of the most trusted advisers of Proconsul Neral. He negotiated the non-aggression pact with the Dominion in 2373, and was one of the most consistently pro-Dominion voices in the senate.

These attributes make Vreenak an ideal vector for the falsified data created by Grathan Tolar at the direction of Garak and Sisko in 2374. Using Tolar's skills to forge evidence of an impending Dominion invasion of Romulan territory, Sisko and Garak hope to incite the Romulan Senate to enter the war on the side of the Federation.

When Vreenak discovers the forgery, Garak falls back on his contingency plan of triggering a bomb he has planted on Vreenak's shuttle, while the Senator was returning from a meeting with the Dominion. Investigators conclude, as Garak intended, that Vreenak was assassinated by Dominion agents seeking to destroy the 'evidence' of their intentions, and the Romulan government subsequently abrogates the non-aggression treaty, entering the war against the Dominion. Grathan Tolar and Senator Vreenak never meet, but they are linked by the fact that both men are premeditatively sacrificed on the altar of political expediency, in order to bring a swifter end to the Dominion War.

▶ Finished

Grathan Tolar is convinced that no one will be able to tell that his handiwork is nothing but a forgery.



▶ Fooling the Romulans

Perhaps because of the Romulans' own penchant for espionage, Senator Vreenak is reluctant to believe Garak and Sisko's tale.

Plasma Weapons

Plasma weapons are among the deadliest technology known to the Federation. They are widely used by the Romulans, Cardassians, and Ferengi, although on Starfleet ships, plasma remains primarily a power source rather than a weapon.

For more than a century, various forms of plasma have been used in the technology of Starfleet and other races. In simple terms, plasma is an extremely hot ionized gas that reaches temperatures so high that, at the molecular level, electrons are stripped from the atomic nuclei, causing a reaction that generates intense amounts of energy. This energy can then be converted for a number of uses. Plasma has been one of the core elements within warp drive technology for Starfleet vessels, usually as a highly corrosive fluid used in vessels including the *U.S.S.*

Enterprise NCC-1701-E, or for the power conversion and distribution networks found in **Cardassian** and Starfleet systems. Plasma is also utilized within sensing devices and even some medical instruments. On a more sinister level, the amounts of energy that can be generated by its use also make it ideal as a basis for the development of weapons.

Starfleet weapons designers have developed

phaser technology and **photon torpedoes** since the mid-23rd century, and up until 2266 the destructive potential of plasma devices had not been realized. In 2266, however, a single **Romulan Bird-of-Prey** leaves the **Neutral Zone** and attacks **United Federation of Planets Monitor Stations 2, 3, 4, and 8**, under cover of its revolutionary cloaking device. The crew of the **U.S.S. Enterprise NCC-1701** receive a distress signal from the last outpost to be attacked, and arrive just in time to witness its complete destruction by an unknown weapon. The weapon is so powerful that it completely destroys the **rodinium** outer protective shells of the facilities – at that time one of the hardest substances known to Federation science. The scale of significance regarding the threat posed by this new Romulan technology cannot be underestimated, as the previous level of technology witnessed by Starfleet crews during the Earth-Romulan conflict concluding in 2160 was at the atomic level. The *Bird-of-Prey* is eventually tracked down, and is destroyed by its commander to prevent it from falling into Starfleet's hands. Even so, the *Enterprise* sustains considerable damage and some loss of life from the green glowing plasma discharges launched by the Romulan ship.

Advanced weaponry

The Romulans return to their self-imposed exile after this event, and refine their plasma-based weaponry with significant advances. The emergence of more technologically advanced **Romulan Star Empire** in 2364 signals a brief return to hostilities, but an uneasy truce follows, during which time Starfleet has time to gather additional information on the Romulans' continually developed **plasma torpedoes**. In 2375, during the war with the **Dominion**, the Romulans' decision to stockpile an arsenal of **trilithium isotopes** with a considerably enhanced destructive yield, and 7000 plasma torpedoes on the hospital facility at **Derna**, causes a dangerous breakdown in relations with both the United Federation of Planets and the **Bajoran** governments. Their eventual



▲ Senator Cretak condones the use of plasma weapons during the Dominion War, but is sympathetic to others' concerns.



▲ The Romulans stockpile plasma torpedoes on the Bajoran moon of Derna during the Dominion War, but the Bajorans object and create a blockade around the planetoid.



▲ The Romulans are still using plasma weapons in the 2370's. During the Dominion War, many of their ships are equipped with plasma torpedoes, a much more deadly weapon than those used in the 2260's.

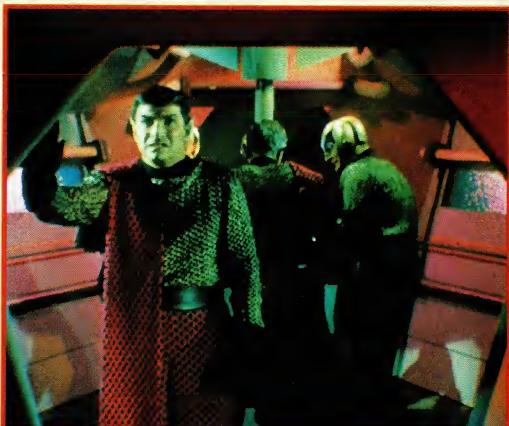


▲ Plasma is used as the primary power source on most Starfleet starships, but other races concentrate on its destructive potential instead.

► The **BIRD-OF-PREY** ships used by the Romulan Star Empire in the 2360's use plasma weapons – an improvement on their previous atomic arsenals.

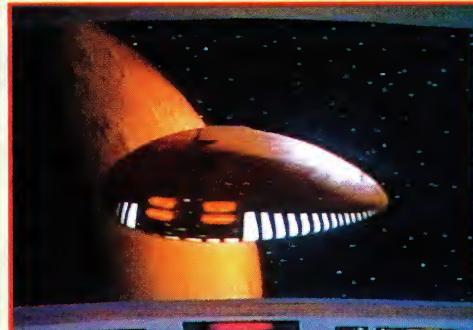


► The plasma burst is seen emerging from the front of the Romulan ship as a ball of glowing energy that advances on, and then engulfs, the enemy vessel.



▲ The commander of the Romulan ship eventually decides to destroy his ship rather than let it fall into enemy hands – a tactic often used by plasma-carrying vessels.

Plasma Weapons



► **FERENGI MARAUDERS** use plasma-based weapons. Starfleet ships are often on the receiving end during a series of skirmishes in the mid-24th century.



► Ferengi energy whips are one of many handheld plasma weapons encountered by Starfleet. In recent years, however, these seem to have fallen out of use.

withdrawal by Senator Kimara Cretak in 2375 alleviates the situation.

The development of large-scale plasma weapons is not restricted to the Romulan Star Empire. The **Ferengi Alliance** also uses plasma-based weaponry very widely, as is first experienced in 2364 during a number of skirmishes with Ferengi **Marauder**-class vessels. The ships are equipped with an extremely powerful plasma burst launcher, and the energy released is enough to disable a **Galaxy**-class ship on impact. In the early 2360's, plasma technology extends to Ferengi side arms with the employment of the **Ferengi whip**, a vicious handheld device that delivers a focused high-energy plasma discharge to an individual. It appears that the whips fall out of favor shortly after this time however, as Ferengi engineers concentrate on more traditional



► The U.S.S. VOYAGER crew use a modified plasma grenade to combat a deadly macrovirus attack. The explosion of the plasma grenade releases an antigen.



► The Rahkar fugitive Croden steals a handheld Ferengi plasma weapon, and threatens to use it aboard DEEP SPACE NINE.

directed energy weapons, similar to personal **phasers**. These units appear to be based on forced plasma beams rather than phaser technology, although they are equally destructive. Similar plasma devices are also widely used by the **Borg**.

The relatively commonplace existence of plasma in many power-related systems makes its procurement easy, and while plasma can be extremely dangerous when handled, the Bajoran resistance movement employ it to devastating effect during their guerrilla activities against the occupying Cardassian forces, up until 2369. One particularly powerful device is a **plasma charge**, engineered by the **Shakaar resistance cell**, and used by **Kira Nerys** to mount an attack on **Gul Nirak** and his family. Kira plants a single plasma charge outside of his bedroom; the resulting explosion not only kills 12 Cardassians, including Nirak's entire family, but also injures 23 others.

Plasma grenades

In 2367, an attempt is made on the life of **Gul Dukat**, commander of the Cardassian ore-processing facility **Terok Nor**. It is likely that the employment of a plasma charge could have jeopardized the lives of Bajoran workers on the station, so a more refined plasma-based weapon is manufactured for use. A **plasma grenade** is modified to contain the common cleaning solution trinitrogen chloride, more commonly known as TNC, within a series of chambers within the device. The assassination attempt is unsuccessful, but the weapon itself proves to be highly effective.

The Cardassians themselves base much of their weapons technology around plasma, and have sometimes utilized this technology in extremely controversial ways. Shortly after the agreement with the United Federation of Planets over territory, and the instigation of the **Demilitarized Zone** in 2370, Starfleet becomes aware that the Cardassians are fitting their shuttles with **Galor**-class plasma banks in order to fight the Federation colonists. These heavy weapons arrays are extremely powerful, and the **Maquis** forces have little defense against them, as they are usually incorporated into **Galor**-class starships. Far more insidious is evidence gained by the Maquis that the Cardassians are stockpiling **plasma flares**, **biomimetic gel**, retroviral vaccines, and isomiotic hypos – the vital components in the construction of outlawed biogenic weapons. More traditional plasma torpedoes are deployed in **Cardassian Orbital Weapon Platforms** used



► Members of the Bajoran resistance movement, such as young Kira Nerys, often used plasma grenades in terrorist attacks. The handheld devices are small and easy to conceal in loose clothing.



► Cardassian ships use plasma weapons, including flares and torpedoes. The race has also been suspected of using plasma-based technology to create biological weapons, though none has been deployed.

in the defense of **Cardassia Prime**.

Starfleet personnel also realize the usefulness of plasma devices as potential weapons. During the attack on *Voyager* in 2373 by a malevolent macrovirus, the **EMH** develops an antigen to combat the threat, which is delivered via a modified plasma grenade by **Captain Kathryn Janeway**, at a considerable risk to her own life.

One final point to consider in the use of plasma as a weapon is that as most starships carry large amounts of this deadly substance on board, they can, in extreme circumstances, be used as flying plasma grenades. This has led many a captain of a doomed ship to fly directly at their enemies during the heat of battle, ensuring that if they have to die, they will not do so alone. Even Captain Janeway has used the *U.S.S. Voyager* this way; in an unrealized alternate timeline, she rams her vessel into the **Krenim Temporal Weapon ship**, an act that ultimately restores the correct timeline.

Soong-type Androids

A series of failures saw Dr. **Noonien Soong** reduced to a laughing stock within the scientific community. This eccentric inventor continues his work in secret, however, and eventually succeeds in developing the artificial life forms he has always known are possible.

During the early part of the 24th century, Dr. **Noonien Soong** studies robotics and cybernetics under the renowned Dr. **Ira Graves**. He uses his extraordinary intellect to pursue the development of the positronic neural network system, originally speculated in the 20th century by Isaac Asimov. Initial experiments prove unsuccessful, and after a series of highly publicized failures, Dr. Soong disappears from his scientific community. He continues his work in secret, however, along with his wife, **Juliana O'Donnell**, who helps significantly in his work. Continuing his investigations into the application of decaying positrons to form neural networks, Dr. Soong begins the construction of a series of artificial humanoid life forms that come to be known as Soong-type androids.

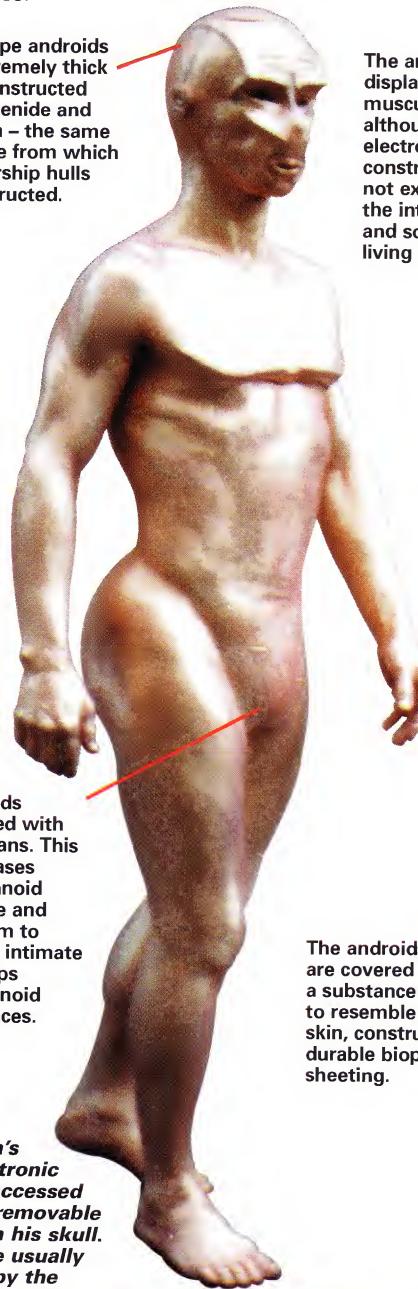
Prototype people

Dr. Soong produces three such androids on **Omicron Theta**, but all 'die' due to positronic matrix failure. He learns from his mistakes, and the first successful positronic brain is initiated around 2335, within the being known as **Lore**. Soong originally builds subroutines that mimic human emotions into the positronic system of all of his androids, but the unstable behavior exhibited by Lore forces the being's deactivation. Soong's subsequent android – Data – is constructed without emotions. Following many of Asimov's original laws of robotics, Data is programmed not to lie or deceive, and can recall all he has been exposed to. He

ANATOMY OF AN ANDROID

Choosing an identity Soong-type androids are not 'male' or 'female' in the biological sense of the word. They are constructed from a basic template that can be modified to give the appearance of gender, race, and species.

Soong-type androids have extremely thick skulls, constructed from cortenide and duranium – the same substance from which most starship hulls are constructed.



The androids display humanoid musculature, although their electronic construction does not exactly match the internal organs and soft tissue of living organisms.



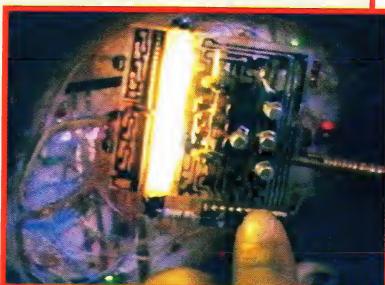
During the early stages of construction, the features are left undefined. They can be molded later, allowing the completed android to have a say in its own appearance.

The androids can be fitted with sexual organs. This both increases their humanoid appearance and allows them to experience intimate relationships with humanoid acquaintances.

The androids are covered with a substance designed to resemble humanoid skin, constructed from durable bioplast sheeting.

By the end of their construction, the androids are externally very similar to humans. They even display some features, such as toes, that are not strictly necessary to their operation.

Data's positronic brain is accessed through removable panels on his skull. These are usually covered by the android's hair.



Dr. **Noonien Soong** was a reclusive genius who refused to let others' disdain distract him from his work.

Soong-type Androids



▲ Data and Commander Riker discover Soong's lab, where Data and Lore were constructed.

possesses enhanced dexterity and strength, and even voice duplication and self diagnostic routines. He is even capable of non-reproductive sexual intercourse. Dr. Soong also designs into **Data**'s base program a circuit that will allow him to dream when he reaches a certain age. Juliana insists that Data's programming should allow him to experiment with art and music, in order to allow him to develop as a person.

Starship androids

Soong demonstrates an advanced understanding of materials, mechanical engineering, cybernetic construction, and micro-technology. The flexibility of Data's positronic network is well known to **Starfleet**, and his extraordinary information processing speeds have been utilized on several occasions by the crew of the **U.S.S. Enterprise NCC-1701-D** and **NCC-1701-E**. The subtlety of Soong's design should not be overlooked, however; the physical characteristics that were designed to be exceptionally strong and durable within a recognizably humanoid form.

Data and Lore both weigh 100 kilograms, which includes approximately 24.6 kilograms of tripolymer composites, 11.8 kilograms of molybdenum-cobalt alloys, and 1.3 kilograms of **bioplast** sheeting. Data's upper



▲ Juliana O'Donnell's android nature is revealed when her violin playing is too flawless to be that of a human.

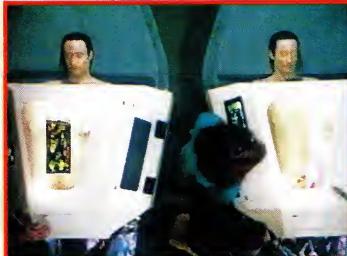


▲ The androids were fashioned from identical molds, based on Dr. Soong's own features.

spinal support is polyalloy, while his skull is an amalgam of **cortenide** and **duranium**. These materials not only have extremely high tolerances to temperature, environment, and electrical fields, but incorporate subsystems that regulate even the 'growth' of hair and general appearance.

Dr. Soong designs a functional respiration system that is used to regulate body temperature rather than inhale and exhale gases. All Soong-type androids have the capability to function underwater or in a vacuum, as evidenced by Lore's survival after nearly two years drifting in space. Data also has the ability to alter his buoyancy in water, allowing him to either sink or walk on the surface.

Data, Lore, and **Lal**, the ill-fated 'daughter' produced by Data, all possess a pulse and circulatory system that distributes biochemical lubricants and regulates micro-hydraulic power throughout their body. The power-to-weight ratio, use of lightweight materials, and general engineering of the android skeletal framework and musculature system also help to make Dr. Soong's creations



▲ Data and Lore are virtually identical, but Data lacks Lore's emotional instability.

exceptionally strong.

The development of Lal in 2366 allows Data to imprint much of his own engrams onto a positronic network, thanks to significant advances in submicron matrix transfer technology introduced at a cybernetics conference in 2366. Lal's behavior shows the extraordinary effectiveness of the learning subroutines developed by Dr. Soong, and she quickly exceeds those of her 'father.'

Short life

Sadly, Lal experiences a fatal systemwide cascade failure after only two weeks, but in that time her positronic networks develop to such a point that she is able to experience emotions that are alien to her creator. Soong incorporated the same network development abilities in Data as he did Lore, but, with the possible danger of emotions removed, left Data wondering for many years how it would feel to be 'more human.'

The decision to exclude emotions from Data's programming was not taken lightly, and Soong eventually creates a specifically designed 'emotion chip' for Data

to compensate for this decision. Summoning Data to **Terlina III** in 2367, through the use of a previously installed homing beacon, the reassembled Lore instead arrives at Soong's laboratory and, masquerading as Data, steals the chip and murders his own creator. Data eventually takes the chip for himself, but he does not install and activate the specialized positronic program module until 2371. Initial experiences with it overwhelm his other systems, but Data eventually refines the emotion chip and permanently incorporates it into his systems in 2373.

Data also has two safety features built into his body – a concealed master on/off switch centered just below his right shoulder blade, and an ethical failsafe that prevents his use in the event of severe memory loss. The switch is only known to senior staff members of the *Enterprise* crew, and has been used on occasions when Data's systems have been adversely affected. It is also important to note that Dr. Soong's integration of some biological components leave his creations open to infection by certain kinds of disease, such as the **Psi 2000** virus contracted by Data in 2364.

Perhaps the ultimate tribute to Dr. Soong's android construction is the 'forgotten' Soong-type android – Juliana, his ex-wife. The real Juliana dies during an accident on Terlina III and, distraught, Dr. Soong transfers her memories into an artificial body. His work is so perfect, however, she does not realize this has happened, and she eventually leaves Soong to remarry.



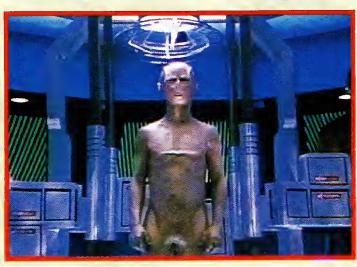
▲ Noonien Soong comes face to face with his two android 'sons' shortly before his death. Lore murders him in order to steal an emotion chip designed for the more 'sane' Data.



▲ Soong-type androids cannot reproduce biologically, but Data nevertheless feels the need to create a child in his image.



▲ Dr. Soong created his androids to be too similar to humans, in some ways. Lore possesses a faculty for evil and could be considered criminally insane. He is capable of hate, cunning, lying, and even murder.



▲ Data's 'daughter', Lal, appears to be a success, but soon 'dies' when she cannot process the emotions she feels.

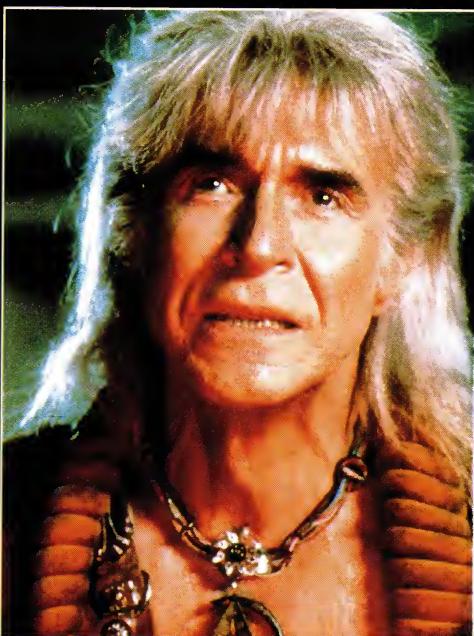


FILE 73 STAR TREK: THE WRATH OF KHAN

STAR TREK II: THE WRATH OF KHAN INDEX

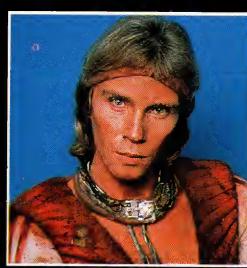
Part 2 Khan Noonien Singh has carried a grudge against James T. Kirk and the crew of the *U.S.S. Enterprise NCC-1701* since they stranded him on *Ceti Alpha V*. The arrival of a Starfleet survey team gives the genetic superman the chance not only to escape, but also to have his revenge on the crew that defeated him.

KHAN'S CREW



Khan Noonien Singh
File 44 Card 2

► Khan Noonien Singh is consumed with a desire for revenge. Many of his followers see the acquisition of the *U.S.S. RELIANT* as their chance to escape the barren world on which they were exiled and go anywhere they want, but Khan sees it only as a tool for revenge.



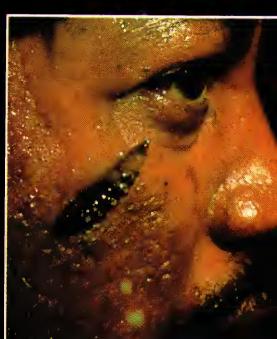
Joachim
File 44 Card 2



Khan's crew on the *U.S.S. RELIANT*
File 31 Card 2B

CETI ALPHA V

► Deadly Ceti Eels, indigenous to *Ceti Alpha V*, burrow into brains, inflicting a painful and exceedingly unpleasant death on their victims.



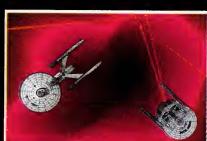
Ceti Eels
File 18 Card 109

FIGHTING IN A NEBULA



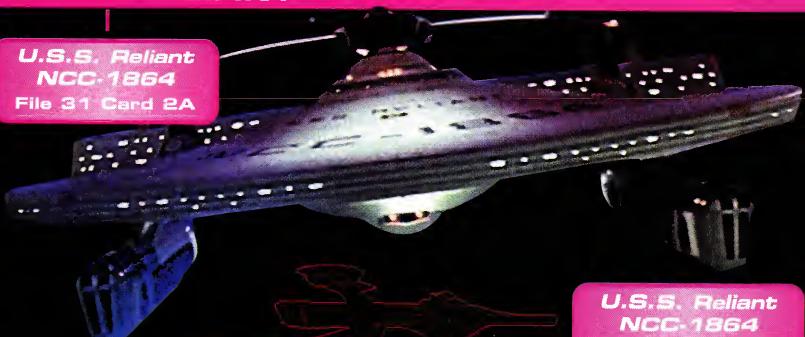
Fighting in a Nebula
File 19 Card 4H

► Admiral Kirk's ingenious use of tactics that involve fighting in three dimensions allows him to defeat Khan and the crew of the *U.S.S. RELIANT* in the Mutara Nebula.



U.S.S. RELIANT

U.S.S. Reliant
NCC-1864
File 31 Card 2A



U.S.S. Reliant
NCC-1864
File 31 Card 2C

STARBOARD VIEW



FORE VIEW



AFT VIEW



DORSAL VIEW



STAR TREK II: THE WRATH OF KHAN INDEX Part 2

U.S.S. RELIANT BRIDGE



▲ The U.S.S. RELIANT bridge follows the traditional Starfleet layout.

U.S.S. Reliant
NCC-1864
File 31 Card 2D

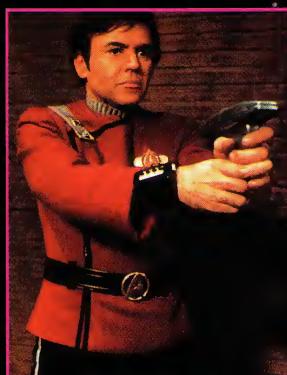
TRICORDER



Tricorder
File 66 Card 1D

▲ This advanced tricorder is able to operate even in the hostile environment of Ceti Alpha V.

PHASER



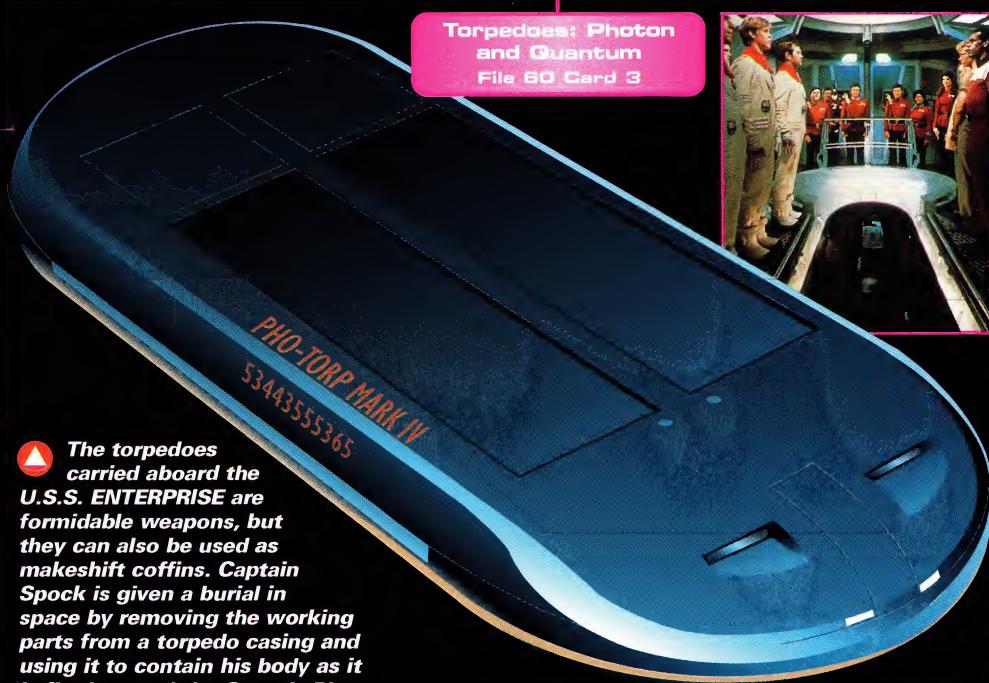
▲ The model of phaser most commonly used during the 2280's has a more streamlined design than previous pistols.

Pistol Phaser
File 60 Card 2E



▲ Admiral Kirk is not afraid to put himself in the front line of any battle.

PHOTON TORPEDOES

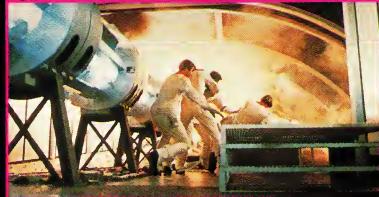


▲ The torpedoes carried aboard the U.S.S. ENTERPRISE are formidable weapons, but they can also be used as makeshift coffins. Captain Spock is given a burial in space by removing the working parts from a torpedo casing and using it to contain his body as it is fired toward the Genesis Planet.

Torpedoes: Photon and Quantum
File 60 Card 3



ENGINEERING



Main Engineering
File 21 Card 3

▲ Main Engineering aboard the U.S.S. ENTERPRISE NCC-1701 has undergone a considerable upgrade in recent years.

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THE WRATH OF KHAN

G update

Golden Age

In **Bajoran** culture, the Golden Age is a much-anticipated thousand years of peace, promised in **Shabren's Fifth Prophecy**. Only the **Evil One's** death can make this prophecy a reality. (*Starship Log: 'The Reckoning'* [DS9]) **SEE FILES 10, 43, 70**

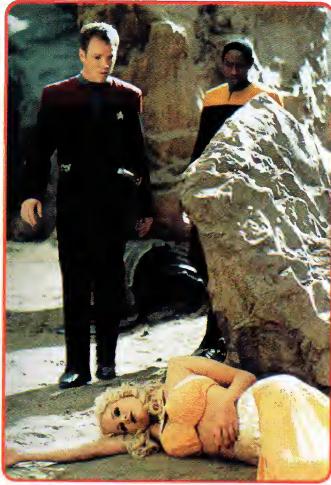
goo Dr. **Bashir's** non-scientific reference to **Odo's** liquid body state. Bashir borrowed a cup of goo to study Odo's **morphogenic matrix**. Unfortunately, he learned that Odo was infected with the **Shapeshifter disease**. (*Starship Log: 'When It Rains ...'* [DS9]) **SEE FILES 16, 43, 70**

Goodheart, Constance

Holocharacter in 'The Adventures of Captain Proton'

Captain Proton' program. She is a screaming damsel, often in distress. In 'Bride of Chaotica!' Goodheart was to be sacrificed to **Arachnia**. (*Starship Log: 'Bride of Chaotica'* [VOY]) **SEE FILES 29, 43, 71**

► Goodheart's part in Captain Proton's adventures is to be captured, so that the captain can rescue her.



Gor, Thot

General from the **Breen Confederacy** who turned the **Dominion War** to the Dominion's favor during a series of wildly successful campaigns. Gor's victories reduced the **Cardassians'** standing in the Dominion. (*Starship Log: 'Strange Bedfellows'* [DS9]) **SEE FILES 13, 18, 40, 70**

Goralis system

Star system where **Worf** and **Ezri** fled to evade **Dominion** ships. Forced to abandon their **Runabout** over **Goralis III**, the pair were stranded on a lush, **Class-M** planet, until **Breen** soldiers captured them a week later. (*Starship Log: 'Penumbra'* [DS9]) **SEE FILES 4, 43, 70**

Goris, Legate

Cardassian soldier who joined Damar against the **Dominion**. Goris and **Gul Revok** commanded 500000 men between them. Before Goris could fight, he was betrayed by Revok and killed by the **Jem'Hadar**. (*Starship Log: 'The Dogs of War'* [DS9]) **SEE FILES 13, 70**

Gotana-Retz, Pilot First Rank

Male humanoid from the **Delta Quadrant** time-differential planet, who traveled to **U.S.S. Voyager NCC-74656** in a ship called **Orbital One**. Gotana-Retz's efforts helped to release Voyager from his planet's orbit. (*Starship Log: 'Blink of an Eye'* [VOY]) **SEE FILES 18, 40, 71**



► Gotana-Retz was the only survivor of a mission to make first contact with the crew of the **U.S.S. VOYAGER NCC-74656**.

Graife

Male humanoid bartender in a seedy **Farius Prime** dive. Graife's place of employment was **Liam Bilby's** informal base of operations. Graife, like Bilby, answered to **Raimus**. (*Starship Log: 'Honor Among Thieves'* [DS9]) **SEE FILES 44, 70**

Gran

Audrid Dax's son. After **Ezri** joined with the **Dax symbiont**, she lost interest in shipmate **Brinner Finok** because of his resemblance to Gran. (*Starship Log: 'Prodigal Daughter'* [DS9]) **SEE FILES 9, 43, 46, 70**

Grandfather [Chakotay's]

The ancestor from whom Chakotay inherited **sensory tremens**. Chakotay's grandfather, a traditionalist, refused treatment and traumatized young Chakotay with his odd behavior.

Chakotay hallucinated his grandfather while in **chaotic space**.

(*Starship Log: 'The Fight'* [VOY]) **SEE FILES 5, 43, 71**

► Chakotay mistook dreams for hallucinations caused by a condition inherited from his grandfather.



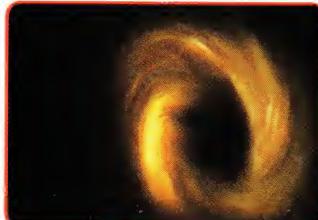
gravity sinkhole

This powerful spatial distortion captures starships like flypaper holds flies. **Tuvok** and **Tom Paris** were pulled inside a gravity sinkhole and landed on a planet where they befriended **Noss**. The gravimetric distortion there also affected time. (*Starship Log: 'Gravity'* [VOY]) **SEE FILES 5, 58, 71**

Golden Age
goo
Goodheart, Constance
Gor, Thot
Goralis system
Goris, Legate
Gotana-Retz, Pilot First Rank
Graife
Gran
Grandfather (Chakotay's)
gravity sinkhole
Great Erg
Great Forest, The
Great Horn
Great Material Continuum
Great River
Greer, Wendell
Grenna system
Gre'thor
grint-hound
groat
Groleau, Monsieur
Ground-shaker
Guiding Tree, The
gung-gung-gung
gyro-swing



► Breen strategist Thot Gor soon became Weyoun's chief adviser, leaving the Cardassian Legate Damar out in the cold.



► A gravity sinkhole drew in Paris and Tuvok's shuttle, stranding them on a hostile desert world for several months.



► Neelix experienced visions of the Great Forest after being brought back from death by Borg technology.

Great Forest, The

Talaxian heaven. Until a near-death experience seemed to prove otherwise, **Neelix** believed death would bring a joyful reunion with late friends and relatives in a large, beautiful forest. (*Starship Log: 'Mortal Coil'* [VOY]) **SEE FILES 18, 43, 71**



Great Horn

Constellation visible in the **Brunali** skies. The Great Horn is composed of a number of stars including **Kelsin III**, the **Orlitus cluster**, and a half dozen other unnamed stellar bodies. (*Starship Log: 'Child's Play'* [VOY]) **SEE FILES 18, 71**

Great Material Continuum

SEE **Material Continuum, Great**

Great River

SEE **Material Continuum, Great**



Greer, Wendell

Agent Sloan's cover identity during the 2375 conference on **Romulus**. After 15 years with the UFP **Department of Cartography**, Greer had earned the title of **Assistant Director**. He also claimed an interest in etymology. (*Starship Log: 'Inter Arma Enim Silent Leges'* [DS9]) **SEE FILES 43, 70**

 **Section 31's Agent Luther Sloan masqueraded as a United Federation of Planets cartography official during a diplomatic journey to Romulus aboard the U.S.S. BELLEROPHON.**

Grenna system

Delta Quadrant star system. Con-artist **Dala** waited until the **Chief of Mining Operations** on **Telsius** was visiting the Grenna system, and then stole 10 kilotons of **bolomite** in his absence. (*Starship Log: 'Live Fast and Prosper'* [VOY]) **SEE FILES 40, 58, 71**

Gre'thor

Klingon underworld, **Fek'lhr**'s domain, and the eternal home of dishonored souls. Klingons believe that **Kotar** ferries the disgraced to Gre'thor. **B'Elanna Torres** feared her behavior doomed her mother to the **Caverns of Despair**. (*Starship Log: 'Barge of the Dead'* [VOY]) **SEE FILES 11, 48, 71**

 **In Klingon mythology, the souls of the unworthy are carried to Gre'thor aboard the Barge of the Dead. B'Elanna Torres found herself on the vessel while unconscious.**



grint-hound

Type of canine. When **Worf** was looking after **Kirayoshi O'Brien**, the Klingon acted like a grit-hound and chased the boy. Yoshi thought it funny, until he fell and hit his head. (*Starship Log: 'Time's Orphan'* [DS9]) **SEE FILES 43, 44, 70**

groat

Bajoran grain. Groat plays a significant role in Bajoran agriculture and is milled into a flour that is a staple in breads and other foods.

Groatcakes are a breakfast favorite, especially with **syrup of squill** on top. **Quark** ordered **groat clusters** by the case. (*Starship Log: 'His Way'* [DS9]) **SEE FILES 10, 70**

Groleau, Monsieur

Character in the **U.S.S. Voyager NCC-74656**'s World War II **holodeck** program. Groleau secretly sold vacuum tubes from his country cottage wine cellar. **Janeway** wanted one of Groleau's high-frequency oscillators. (*Starship Log: 'The Killing Game'* [VOY]) **SEE FILES 29, 71**

Ground-shaker

The first name given to the **U.S.S. Voyager NCC-74656** by natives on the time-differential planet to describe Voyager's effect on their world. Other names include **light-bringer**, and **star of the night**. (*Starship Log: 'Blink of an Eye'* [VOY]) **SEE FILES 18, 71**



 **The U.S.S. VOYAGER acted as a third magnetic pole, causing severe quakes across the planet's surface. This led the indigenous race to name the starship, which they believed to be an angry god, "Ground-shaker."**



 **Neelix's belief in the Guiding Tree and the Great Forest was severely shaken by a series of disturbing nightmares.**

gung-gung-gung

Klingon baby talk. After **Worf** spent time with **Kirayoshi O'Brien**, the boy started to shake his rattle and say "gung-gung-gung." Worf claimed it was "warrior-readiness training." (*Starship Log: 'Time's Orphan'* [DS9]) **SEE FILES 11, 44, 70**

gyro-swing

Industrial-strength grammar school play facility. **B'Elanna Torres** avenged herself on a taunting classmate by turning off the gyro-swing's **centrifugal governor** and allowing her victim to spin uncontrollably at high speeds. (*Starship Log: 'Juggernaut'* [VOY]) **SEE FILES 43, 71**